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A6H H10X29 H3C2

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(58) Field of search  
UK CL (Edition J) A6H H10X29 H3C2  
INT CL<sup>a</sup> A63F 3/00

(54) Apparatus for playing a board game

(57) The apparatus comprises playing pieces, a playing board having a substantially spiral path comprising representations of procedural steps around which the playing pieces are movable in accordance with a set of rules accompanying said apparatus, and means playable in accordance with said rules to determine the number of steps to be moved at a given time, this means being a random number indicating device, or skill testing cards or a combination of these. The playing board may be two- or three-dimensional. The board also has a series of hazards and network of smaller paths interconnecting the main path of steps, these hazards and smaller paths being negotiated by players in accordance with the rules.

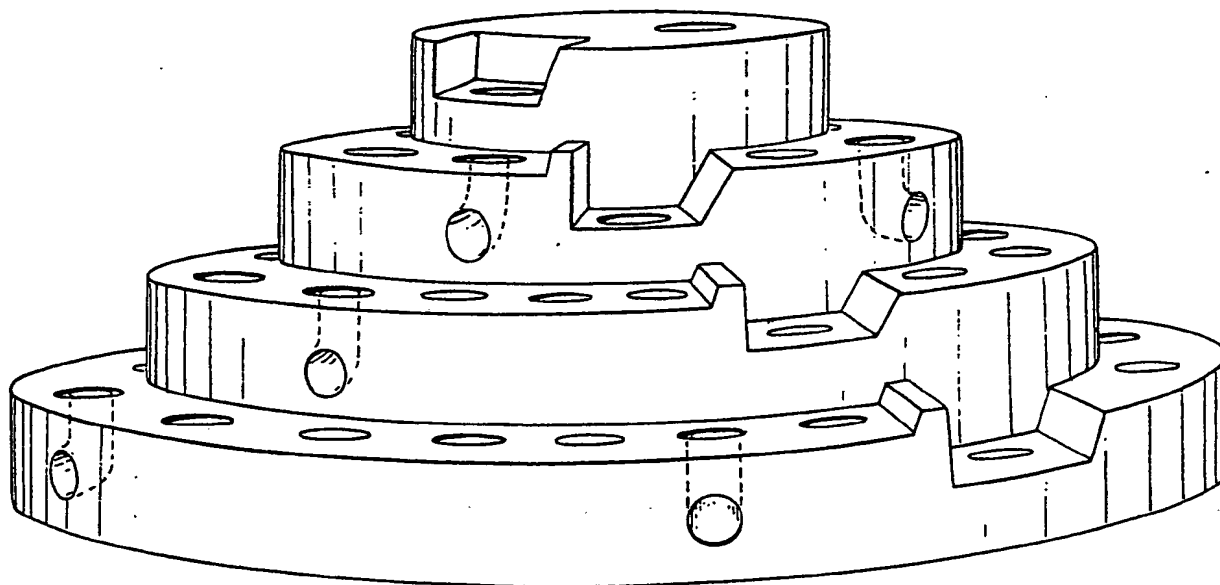
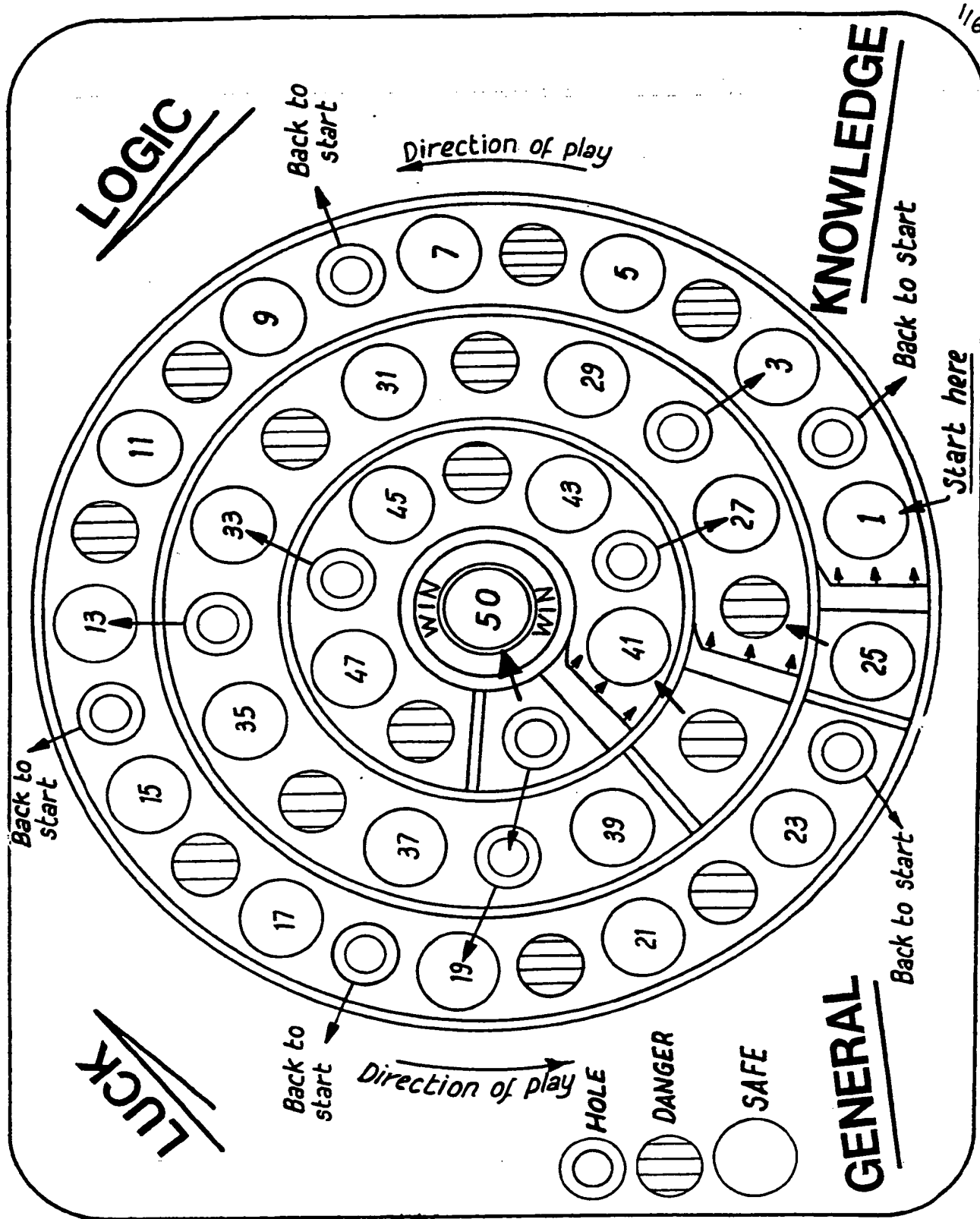


FIG. 2

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**FIG. 1**

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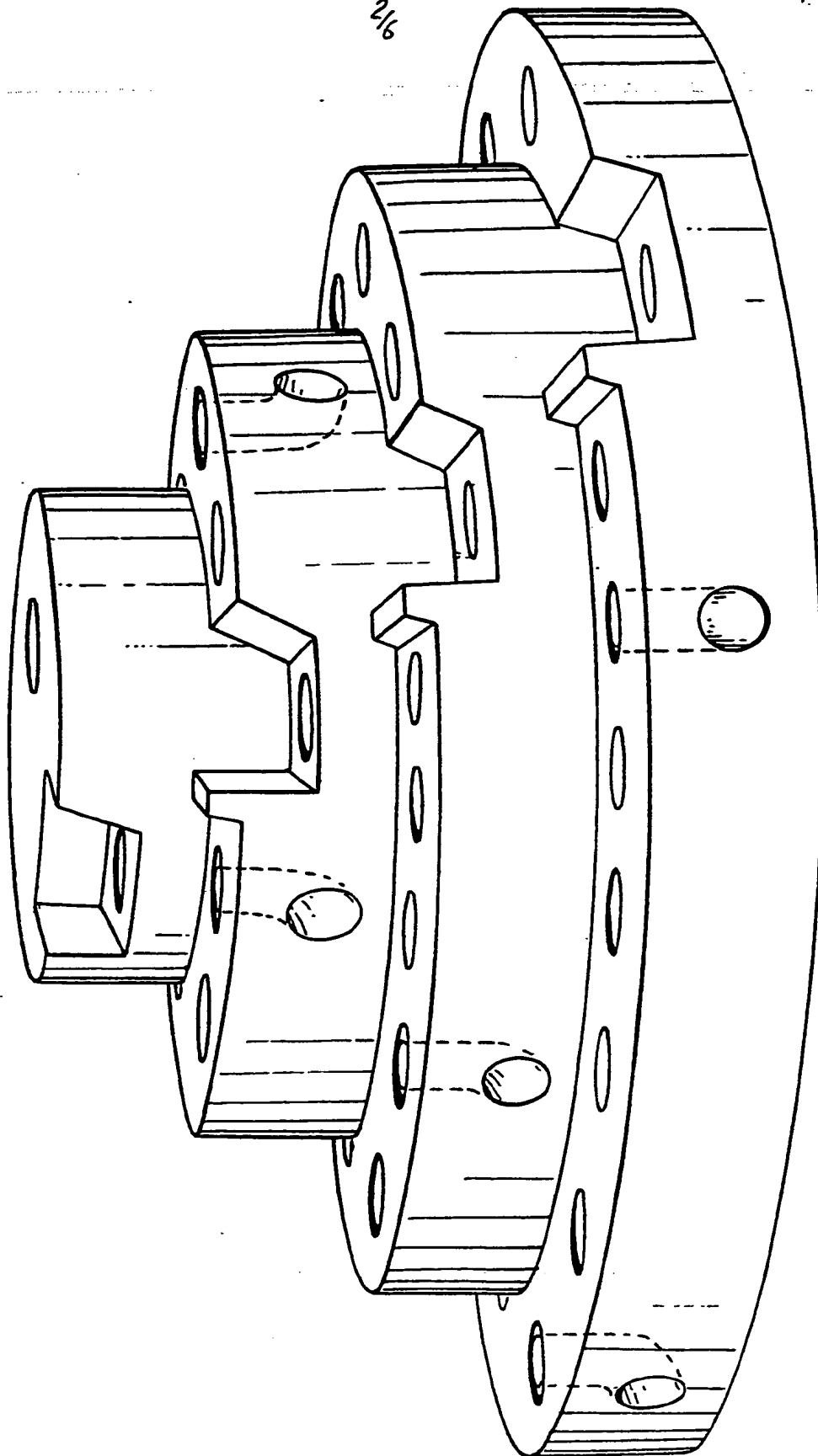


FIG. 2

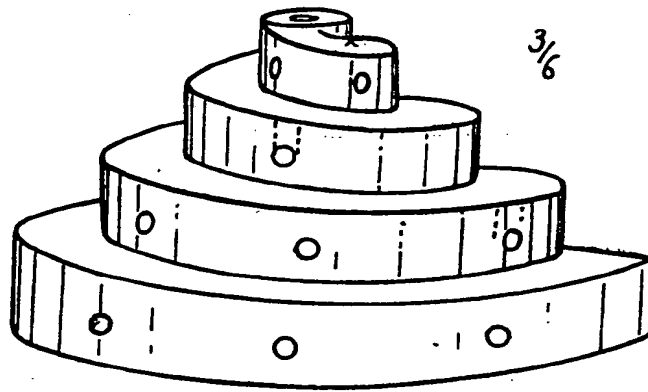


FIG. 3

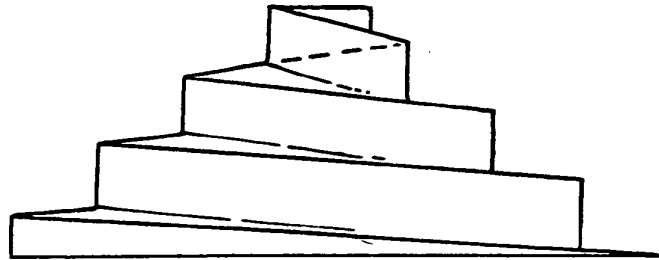


FIG. 5

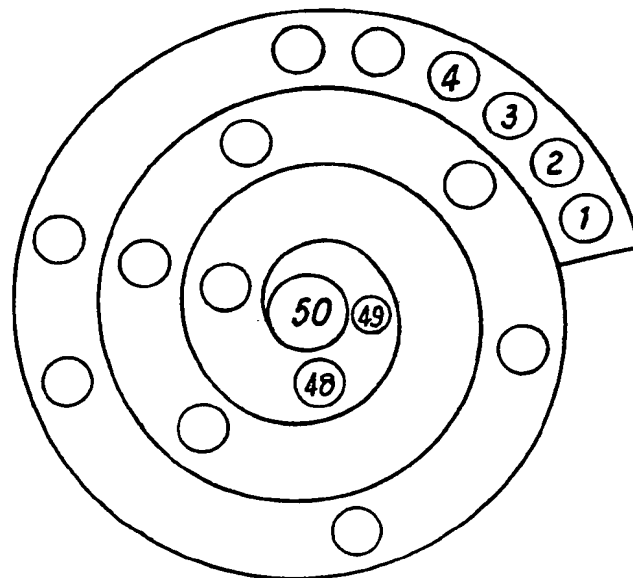


FIG. 6

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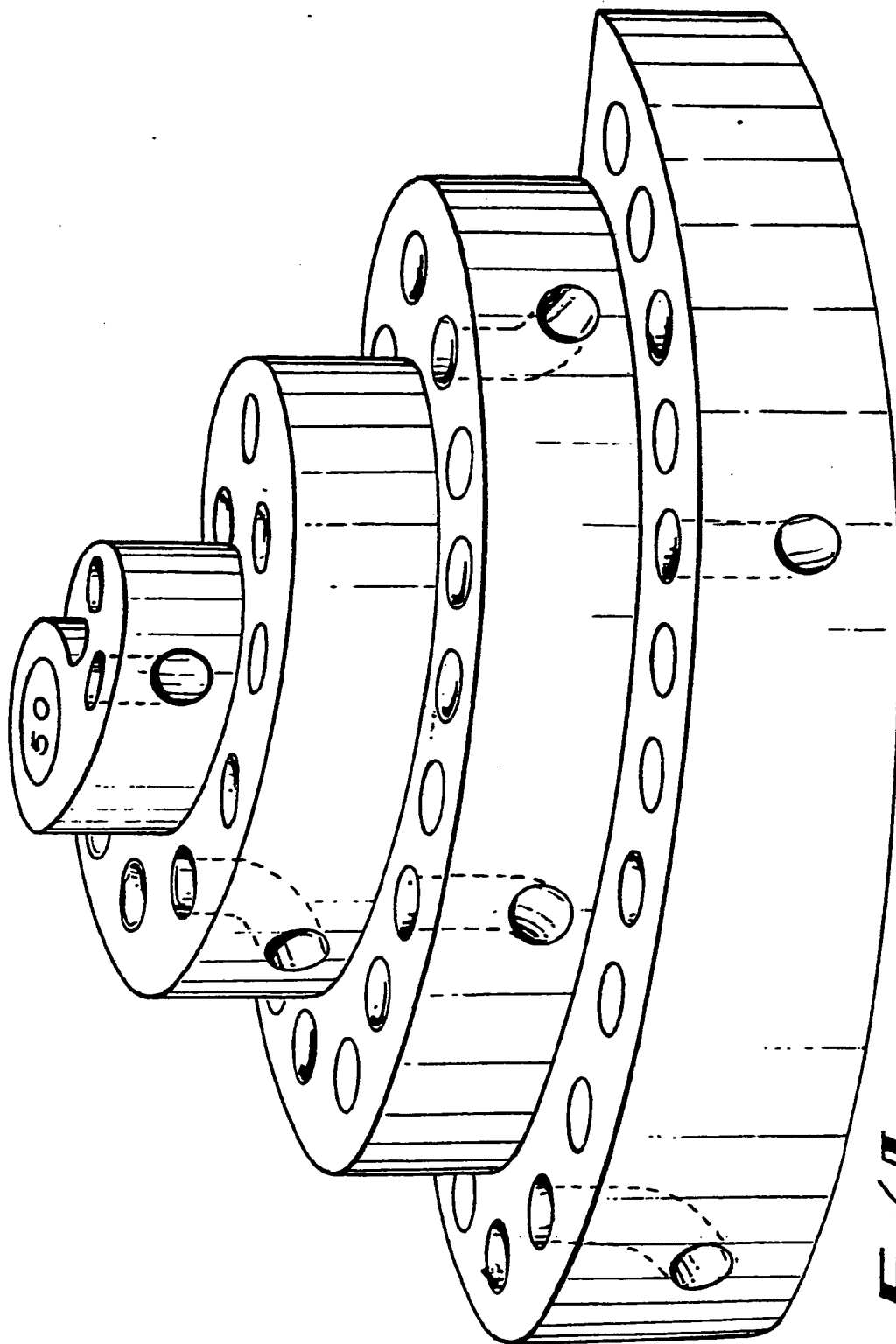
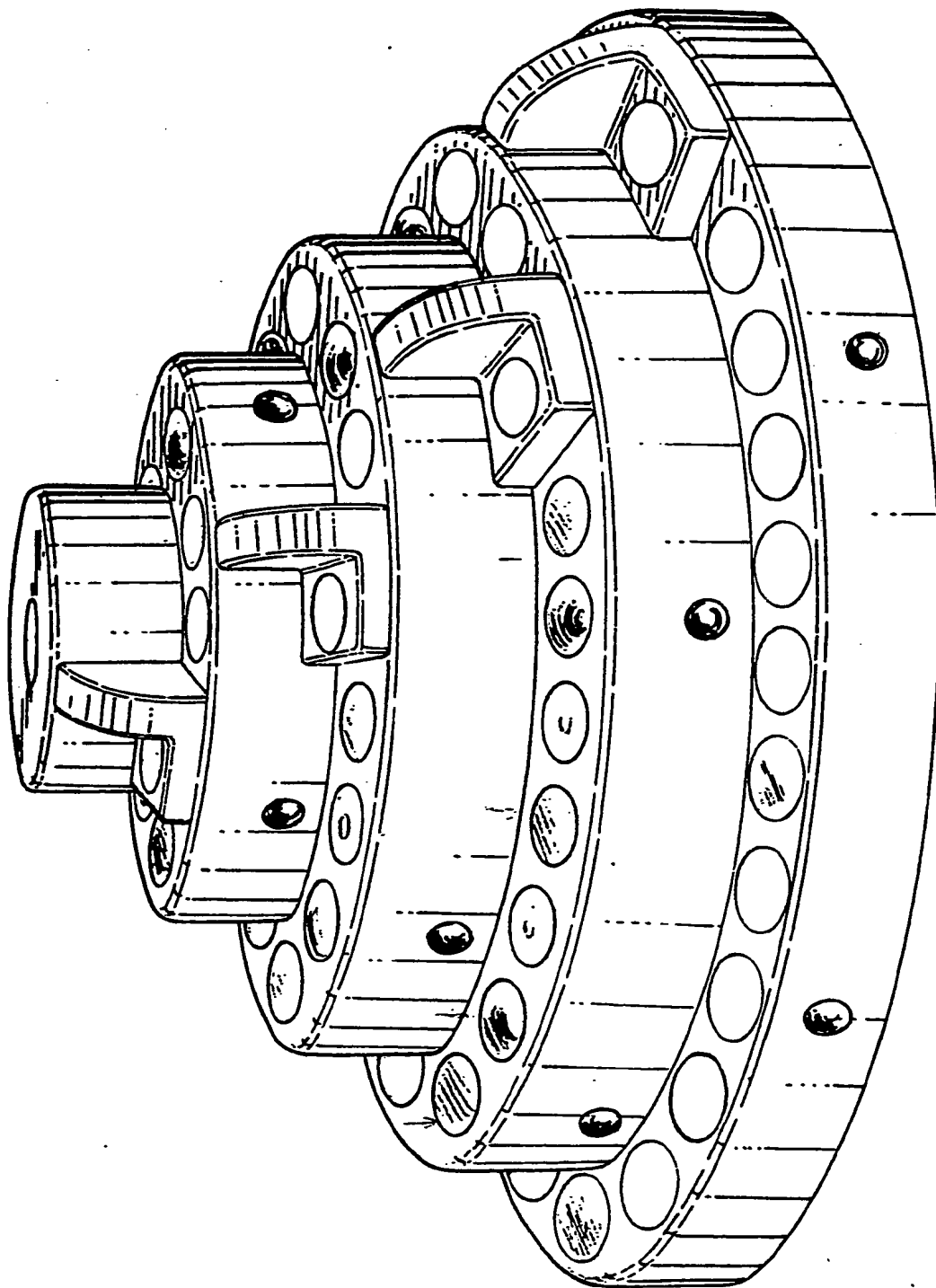


Fig. 4

**FTE.9**

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*Fig. 6*

1   Apparatus for Playing a Board Game

2

3   This invention relates to apparatus for playing a board  
4   game.

5

6   According to the present invention there is provided  
7   apparatus for playing a board game, the apparatus  
8   comprising playing pieces, a playing board having a  
9   substantially spiral path comprising representations of  
10   procedural steps around which the playing pieces are  
11   movable in accordance with a set of rules accompanying  
12   said apparatus, and means playable in accordance with  
13   said rules to determine the number of steps to be moved  
14   at a given time, this means being a random number  
15   indicating device, or skill testing cards, or a  
16   combination of these.

17

18   Herein the term spiral is to encompass both two- or  
19   three-dimensional playing boards and spirals in the  
20   form of stepped turrets, helical pyramids and other  
21   devices having a path which in plan view is in the form  
22   of whorls or concentric circles or polygonal shapes  
23   having path connections therebetween.

24

25   Preferably, the pieces are movable around the spiral



1 clockwise from the exterior to the interior or apex of  
2 the spiral.

3

4 Preferably, there is a network of smaller paths  
5 interconnecting the main path of steps, these smaller  
6 paths being taken in preference to the main path in  
7 accordance with the rules.

8

9 Preferably, the path includes hazards including means  
10 to move a piece regressively down the smaller  
11 interconnecting paths and including high risk  
12 representations ("danger zones"), on which there is an  
13 increased probability of a piece being moved, generally  
14 regressively, by another player in preference to other  
15 player's own piece.

16

17 Preferably, the pieces are ball-like and the playing  
18 board is three-dimensional bearing a path with  
19 representations of fifty procedural steps starting at  
20 the base and finishing at the apex, most  
21 representations being shallow depressions to hold the  
22 ball-like playing piece, a few representations placed  
23 randomly containing the hazards, including holes which  
24 are openings to the smaller paths, which are in the  
25 form of tunnels and through which the ball-like playing  
26 piece moves regressively to a lower level.

27

28 Preferably, the players are given the choice of the  
29 means of determining the number of steps to be moved;  
30 the player can either nominate skill testing cards, or  
31 random number indicating means or both.

32

33 Preferably, the random number indicating device is a  
34 die.

35

1 Preferably, there are two types of skill testing cards:  
2 logic and general knowledge, and the speed with which  
3 the answer is given by a player may determine the  
4 number of steps to be moved or the number of answers  
5 given may represent the number of steps to be moved.

6

7 The piece moved in accordance with both the rules and  
8 the skill testing cards can be either the player's own  
9 playing piece or that of another player.

10

11 If logic cards are nominated the player does not use a  
12 die but nominates the degree of difficulty by the time  
13 allowed. If answered correctly, the player may elect  
14 to move the requisite number of steps.

15

16 If general knowledge cards are nominated, the player  
17 then answers the same number of general knowledge  
18 questions as are shown by the number exposed on the  
19 thrown die. If answered correctly, the player may  
20 elect to move the requisite number of steps.

21

22 If the die only is chosen, the number of steps shown by  
23 the die have to be taken, even if the piece lands on a  
24 hazard. If answered correctly and the piece is moved  
25 without encountering a hazard, a player may elect to  
26 answer a skill testing card and move a bonus number of  
27 steps corresponding to the number on the die; this move  
28 can either be of the player's own piece or,  
29 alternatively, the player may elect to move another  
30 player's piece regressively by the same number of  
31 steps.

32

33 Preferably, the regressive move of another player's  
34 piece can only be undertaken if the other player's  
35 piece is on a hazard determined as a "danger zone".

1 Preferably, the apparatus is played in accordance with  
2 the rules set forth in the Appendix.

3  
4 Reference is now made to the accompanying Appendix  
5 which describes, by way of example, embodiments of a  
6 board game of the present invention and rules for  
7 playing the board game, with reference to the  
8 accompanying drawings, in which:-

9  
10 Fig. 1 is a plan view of a two-dimensional  
11 embodiment of a board of the apparatus for  
12 playing a game according to the present  
13 invention;

14 Fig. 2 is a perspective view of a stepped  
15 turret embodiment of a board of the apparatus  
16 for playing a game according to the present  
17 invention;

18 Fig. 3 is a perspective view of a helical  
19 pyramid embodiment of a board of the apparatus  
20 for playing a game according to the present  
21 invention;

22 Fig. 4 is an enlarged perspective view of the  
23 board of Fig. 3;

24 Fig. 5 is a side elevation of the board of Fig. 3;

25 Fig. 6 is a plan view of the board of Fig. 3;

26 Fig. 7 is a perspective view of an alternative  
27 stepped turret embodiment of a board of the  
28 apparatus for playing a game according to the  
29 present invention;

30 Fig. 8 is an enlarged perspective view of the  
31 board of Fig. 7; and

32 Fig. 9 is a plan view of the board of Fig. 7.

33  
34 Modifications and improvements may be incorporated  
35 without departing from the scope of the invention.

APPENDIXCOMPONENTS OF GAME

## 1. The BOARD

STEPPED TURRET (Fig. 2 or Figs 7 to 9) or HELICAL PYRAMID (Figs. 3 to 6) with numbers ranging from 1 to 50 starting at base and finishing at apex.

The BOARD contains holes set in random positions. These are known as HAZARD HOLES. A playing piece landing on a HAZARD HOLE will descend to a lower level.

There are also HAZARDS in the form of DANGER ZONES coloured RED; their function will be explained in Rules of Play.

## 2. QUESTION CARDS

The cards are divided into two categories - LOGIC and GENERAL KNOWLEDGE.

The LOGIC questions are based on IQ type questions, the degree of difficulty is set by a time limitation.

The GENERAL KNOWLEDGE questions are random in difficulty and have multiple answers depending on throw of dice, i.e. 1-6.

## 3. TIMER

A device to read times from 20 seconds to 2 minutes in 6 divisions (with buzzer). If not 3 egg timers reading 1 minute, 40 seconds, 20 seconds.

## 4. COUNTERS

Each player selects a playing piece, alternatively

1 termed a counter/man, in the form of a round coloured  
2 ball, which is moved up the board according to rules.

3  
4 5. DICE

5  
6  
7  
8 NUMBER OF PLAYERS

9  
10 Any reasonable number or it may be played as a team  
11 game.

12  
13 The larger number of individual players the longer each  
14 game will take.

15  
16  
17  
18  
19 RULES

20  
21 Throw dice to see who starts. Players go in turn  
22 clockwise.

23  
24 The Play

25  
26 At each player's turn they have the choice of  
27 nominating LOGIC or GENERAL KNOWLEDGE or nominating  
28 LUCK.

29  
30 If Logic

31  
32 Player does not use dice but instead nominates value  
33 1-6 then answers LOGIC question. The degree of  
34 difficulty depends on time allowed, i.e.

1 Value 1 = 2 minutes  
2 Value 2 = 1 minute 40 seconds  
3 Value 3 = 1 minute 20 seconds  
4 Value 4 = 1 minute  
5 Value 5 = 40 seconds  
6 Value 6 = 20 seconds  
7

8 If answered correctly in given time move appropriate  
9 number of places (nominated value). If not answered  
10 correctly DO NOT MOVE.

11

12 If General Knowledge

13

14 Player rolls dice, then answers question on GENERAL  
15 KNOWLEDGE corresponding to number on dice. Player has  
16 1 minute to answer. If correct, player can then move  
17 number of places as shown on dice. However, if this  
18 would mean landing on a HAZARD HOLE or DANGER ZONE a  
19 player may decline to move.

20

21 If Luck

22

23 Player simply rolls dice but MUST move number of places  
24 shown on dice. If player is successful in negotiating  
25 HAZARDS, player may then opt for BONUS question of  
26 either LOGIC or GENERAL KNOWLEDGE at value on dice. If  
27 answered correctly, player may then make appropriate  
28 BONUS move corresponding to number on dice, or  
29 alternatively player may opt to move opponents on  
30 DANGER ZONES by moving their pieces back the same  
31 number of steps corresponding to number on dice.

32

33 If a player is on a DANGER ZONE and another player  
34 lands on same place they must swap places on board.

35

1 Winner

2  
3 First player to reach top having completed move.  
4  
5

6 ALTERNATIVE METHODS OF PLAY

7  
8 The game may be played as three completely separate  
9 games depending on age and interests of players.  
10

11 1. As a pure LOGIC game using only LOGIC cards and  
12 rules.  
13

14 2. As a game of GENERAL KNOWLEDGE using only  
15 GENERAL KNOWLEDGE cards and rules.  
16

17 3. As 'Snakes and Ladders' (Trade Mark) type  
18 game for children using rules of LUCK and  
19 simplified bonus POINTS.  
20

21  
22 SAMPLE CARDS

23  
24 Samples of the questions asked on the cards as as  
25 follows:-  
26

27 Logic Cards e.g.

- 28  
29 1. A chain is made up of 10 circular links.  
30 Each link has an outside diameter of one and a  
31 half inches and inside diameter of one inch.  
32 How long is the chain from tip to tip?  
33 2. What is the next letter in the series?  
34 E V H S K ?  
35 3. If 5 7 6 9 19 26 means DECENT

1           What does 7 3 12 16 mean?

2       4.   WORD               YOB               XENON

3               VILE               ZEBRA

4           Which of the above words does not belong?

5

6   General Knowledge e.g.

7

8   1.   Name of the following chemical elements:

9       H   Mn   Zn   Ni   Ba   Be

10   2.   Books by Robert Louis Stevenson.

11   3.   Boxing Weights.

12   4.   Bing Crosby and Bob Hope "Road" Films.

13   5.   Wonders of the World.

14

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1 CLAIMS:-

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3 1. Apparatus for playing a board game, the apparatus  
4 comprising playing pieces, a playing board having a  
5 substantially spiral path comprising representations of  
6 procedural steps around which the playing pieces are  
7 movable in accordance with a set of rules accompanying  
8 said apparatus, and means playable in accordance with  
9 said rules to determine the number of steps to be moved  
10 at a given time, the means being a random number  
11 indicating device, or skill testing cards, or a  
12 combination of these.

13

14 2. Apparatus according to Claim 1, wherein the pieces  
15 are movable clockwise around the spiral path from the  
16 exterior to the interior or apex of the spiral.

17

18 3. Apparatus according to either Claim 1 or 2, wherein  
19 a network of smaller paths interconnect the path, these  
20 smaller paths being taken in preference to the path in  
21 accordance with the rules.

22

23 4. Apparatus according to Claim 3, wherein the path  
24 includes hazards including means to move a piece  
25 regressively down the smaller interconnecting paths and  
26 including high risk representations, on which there is  
27 an increased probability of a piece being moved by  
28 another player in preference to other player's own  
29 piece.

30

31 5. Apparatus according to Claim 4, wherein the pieces  
32 are ball-like and the playing board is three-  
33 dimensional, most representations being shallow  
34 depressions to hold the ball-like playing piece, a few  
35 representations placed randomly containing the hazards,

1 including holes which are openings to the smaller  
2 interconnecting paths, which are in the form of tunnels  
3 and through which the playing piece is movable  
4 regressively to a lower level.

5  
6 6. Apparatus according to any one of Claims 1 to 3,  
7 wherein the playing board is two-dimensional.

8  
9 7. Apparatus according to any one of the preceding  
10 Claims, wherein there are two types of skill testing  
11 cards: logic and general knowledge.

12  
13 8. Apparatus according to any one of the preceding  
14 Claims, wherein a piece moved in accordance with the  
15 rules and the skill testing cards can be either the  
16 player's own playing piece or that of another player.

17  
18 9. Apparatus according to any one of the preceding  
19 Claims, wherein the apparatus is played in accordance  
20 with the rules set forth in the Appendix.

21  
22 10. Apparatus for playing a board game substantially as  
23 hereinbefore described with reference to Fig. 1 or Fig.  
24 2 or Figs 3 to 6 or Figs 7 to 9.

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